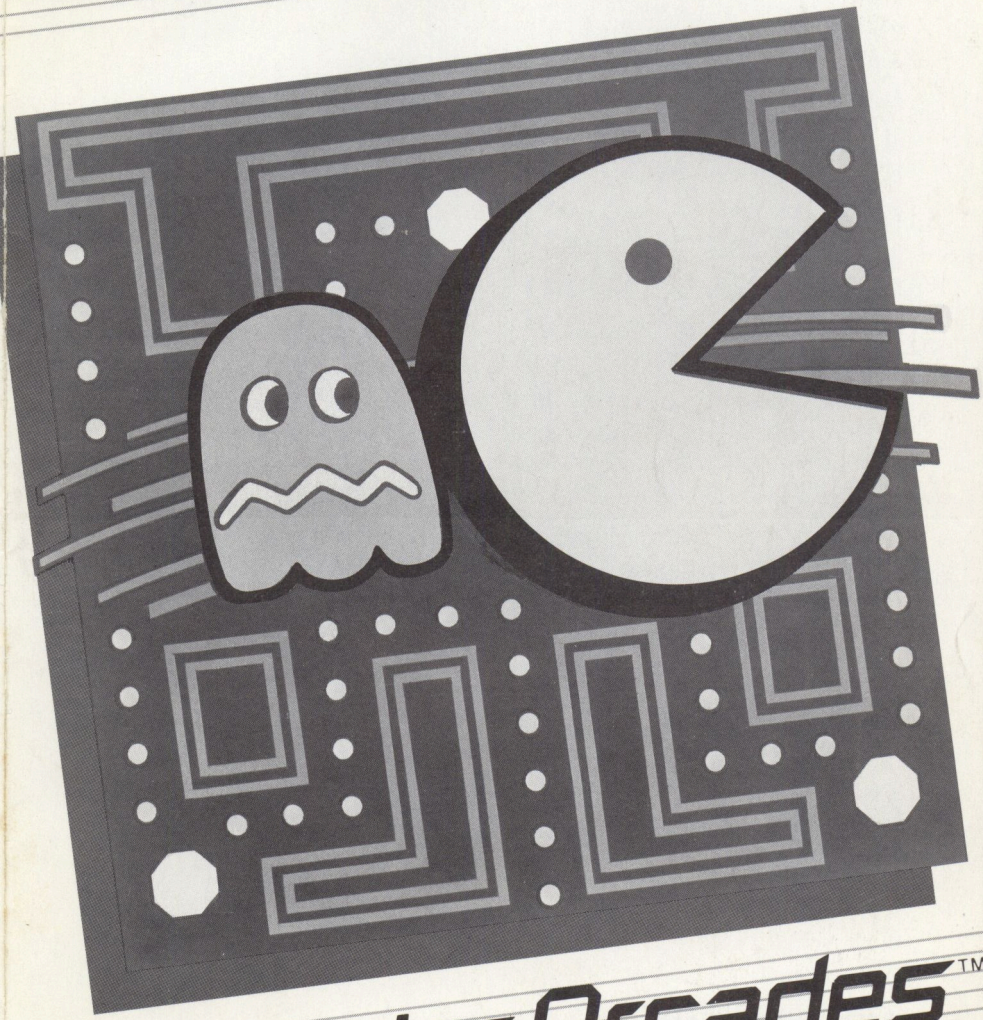
PAC-MAN®



Premier Arcades™

by Datasoft®

REQUIREMENTS – Commodore 64™

- Commodore 64 Computer
- VIC-1541 disk drive
- TV set or video monitor
- Joystick

GETTING STARTED

Turn off your computer, remove all cartridges, and connect a joystick to port #2. If you want to play a two-player game, both players share the joystick. Turn on the power to your TV or video monitor.

Diskette Loading

1. Turn on the power to your disk drive.
2. Insert the Pac-Man diskette into the drive and close the drive door.
3. Turn on the computer. When READY appears on the screen, type LOAD"*",8,1 and press RETURN.

GAME CONTROLS AND INDICATORS

A Two-Player game is chosen by pressing the f3 key. Press it again to select a one-player game.

Select Difficulty Level by pressing the f5 key. The difficulty level is represented by a symbol pictured in the lower right corner of the screen. The symbol changes each time the f5 key is pressed. The easiest level is represented by cherries, the next level by strawberries, the next by an orange, etc.

Start a Game by pressing the f7 key or the joystick fire button.

Pause a Game by pressing the SPACE BAR. Press the SPACE BAR again to resume play.

Restart a game by pressing f7.

Note: Make sure the shift lock key is not depressed while playing the game.

Move the joystick in the direction you want Pac-Man to travel.

Number of Pac-Man lives remaining is indicated in the lower left corner of the screen.

REQUIREMENTS – Atari® Home Computer Systems

- Atari Home Computer (32K)
- Compatible disk drive
- TV set or video monitor
- Joystick(s)

GETTING STARTED

Turn off your computer, remove all cartridges, and connect a joystick to port #1 (for one-player game) and port #2 if you want to play a two-player game. Turn on the power to your TV or monitor.

Diskette Loading

1. Turn on the power to disk drive #1.
2. When the red "drive busy" light turns off, insert the Pac-Man diskette into the drive and close the drive door.
3. Now turn on the computer.

GAME CONTROLS AND INDICATORS

A Two-Player game is chosen by pressing the SELECT key. Press it again to select a one-player game.

Select Difficulty Level by pressing the OPTION key. The difficulty level is represented by a symbol pictured in the lower right corner of the screen. The symbol changes each time the OPTION key is pressed. The easiest level is represented by cherries, the next level by strawberries, the next by an orange, etc.

Start a Game by pressing the START key or the joystick fire button.

Pause a Game by pressing the SPACE BAR. Press the SPACE BAR again to resume play.

Restart a Game by pressing the SYSTEM RESET key.

Move the joystick in the direction you want Pac-Man to travel.

Number of Pac-Man lives remaining is indicated in the lower left corner of the screen.

SCORING

Dots	10		
Energy dots	50		
Goblins:			
1st	200		
2nd	400		
3rd	800		
4th	1,600		
Bonus center treats:			
Cherries	100	Lime	1,000
Strawberry	200	Logo	2,000
Orange	500	Bell	3,000
Apple	700	Key	5,000

At 10,000 points you receive an extra Pac-Man.

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PAC-MAN®

STRATEGY

Move around the maze and try to eat as many dots as you can. If you make contact with any of the goblins, you will be dissolved. Each of the four goblins has a different personality and a different way of outsmarting you. Beware of their sneaky tricks! Blinky is the fastest goblin—keep your eye on him.

Once you eat one of the four energy dots (one in each corner of the screen) the goblins will turn blue and you can gobble them up for points. They won't remain blue for long, so plan to eat the energy dots when you know you can quickly get to the goblins. When the goblins start flashing, look out, they're turning back to their original colors!

At higher levels you can move through the maze at faster speeds, but so can some of the goblins. Also, once you eat an energy dot, the goblins will remain blue for shorter periods of time.

Gobble the treats that appear in the middle of the screen for a big bonus. When a treat appears you have eight seconds to get to it before it vanishes. Their point value increases when you clear the maze of dots. And sometimes the center treats are given to you free!

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